

The background features a dark blue space-themed pattern with green and blue star-like speckles. A large, faint circular logo is centered in the background. The logo's outer ring contains the text "Deedhoff's Gaming Universe" at the top and "2020" at the bottom. The inner circle of the logo depicts a stylized cat face with large, glowing eyes, surrounded by stars and a small crown-like element.

*I'm Game, Let's Create*

## Concept: Figure out Elements needed

Players 6 or more?

Monsters 50ish  
Weapons cards?  
Dice?

Black win health backup  
each ~~time~~ you lose ~~you~~ - 1 health  
if lose 2 ~~you~~ retreat to previous spot  
once beat turn cards to indicate sunk  
- win game ~~if both players~~ ~~HP~~ ~~HP~~

Green

- once land onst end of fern  
+ health pertum can remain
- ~~Attacker~~ of wine no + health

Red trouble (out of)

- win = more + profit
- lose = lose + turning - health
- tie = nothing

PVP      2 out of ~~3~~<sup>3</sup> loser gives one treasure card  
if Def on green      & retreats 1 space  
Attacker 2 cards vs Def 1 card

white ~~If drawn, removed after~~

- Setup all red & 1 blue aside

Defender wins tie unless on ~~and~~

Pirates of the Caribbean

Pirateship <sup>Attack or bribe</sup> <sup>1st no fight get new</sup> <sup>12 (but if) won</sup> <sup>get new</sup>

18V 500 Open water space  
 R Battle 6  
 20000 →

land (back + wealth)  
treasure +

treasure  
 +1

P King's Navy  
2nd of 3 until war

Health

Health

Block full health

1.  $\frac{1}{2}$  lb. sink

-Coinflip

- Small beak

~~3/11/2018~~  
one of each Red

# Concept: Game Mechanics



**No Turn Action/ Card Trading**

**Factions/Hidden Identities**

**Backstabbing other Players**

**Tile World Building/Blocking others**

**Material Collecting/Rule Changes**

**Empire Building/ Resource by Dice**

# Concept: Establish Rules

4/10/23

- Can move Diagonally
- Hand  $\leq 7$  cards limit
- Treasure Card (activate 2 Mon)
- Throw weapon hit enemy +
- Any mon for you walk by
- Recovery thrown weapon can
- Health status on or ~~off~~ for
- tie for close they roll battle
- Range attack no damage +
- ~~5A~~ lost 3 ~~HP~~ -1 damage

● - More Food cards less +

WORK ON

- ~~5A~~
- End Goal
- Setup options

Extra Ghost go under current cover

● Kill with "C" don't a

GS activates BS

When full roll SB  
at limit ~~prop~~ B remove

turn chooses Roll  
move go +  
?? Bunny action??

Need - Skip turn tokens

Bunny cards lots more

- card that
- Bunny assass
- Gain B from
- Move Bunny

2 CPU rules possible action

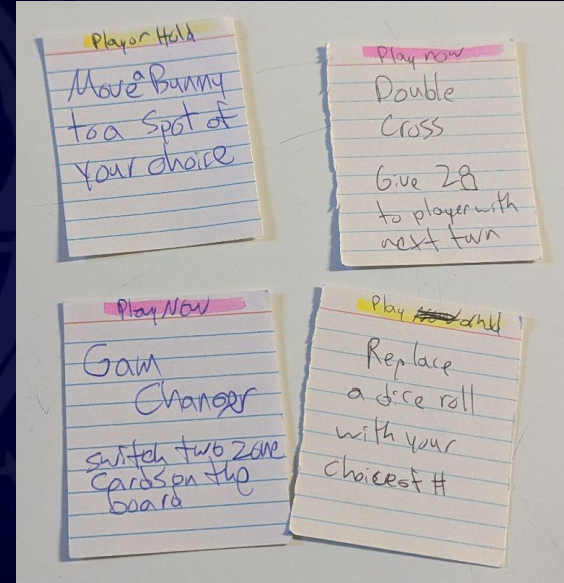
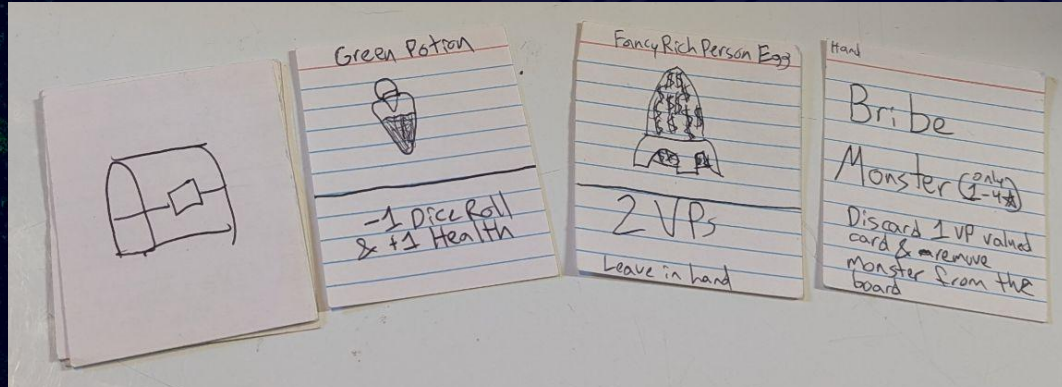
if at max extra go to  
can only play 1 B card per turn

1 B Killy

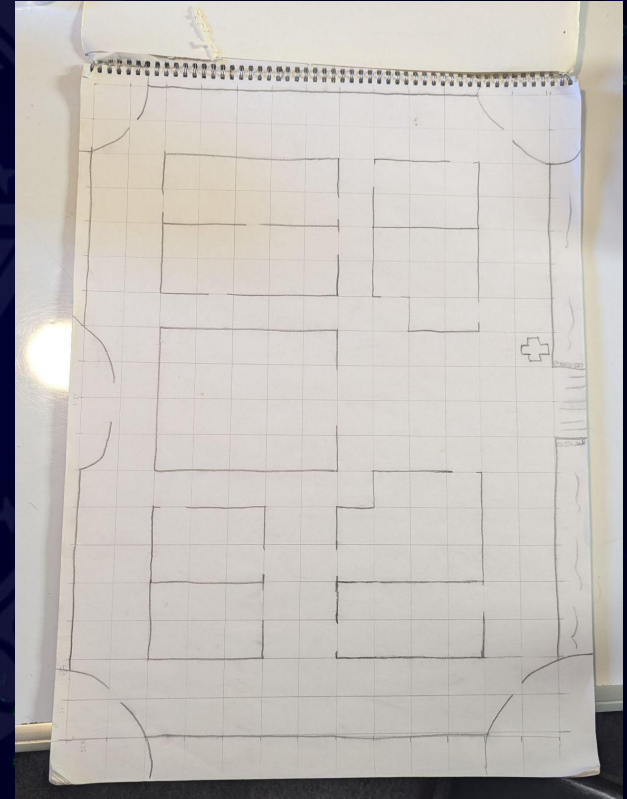
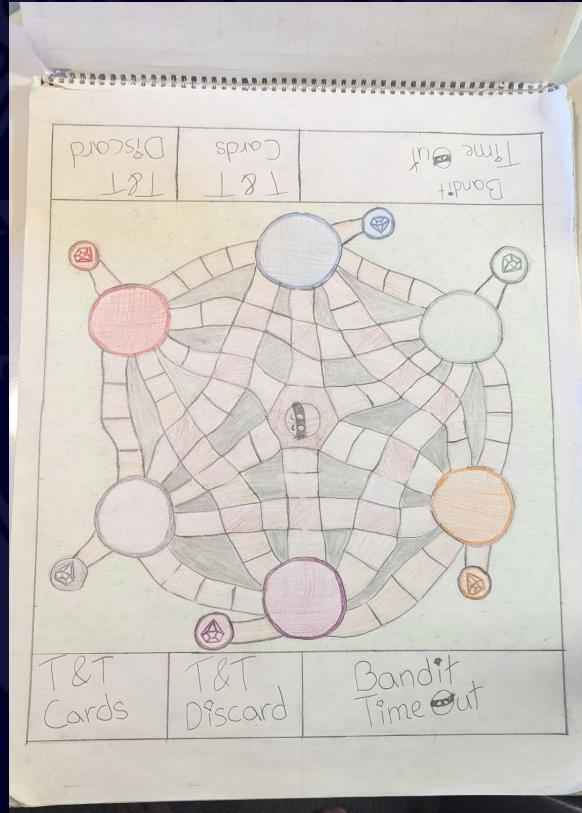
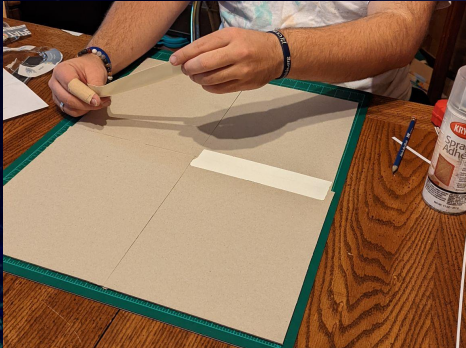
# Materializing



# Materializing: Flash Cards = Cards



# Materializing: Paper, Cardboard = Board



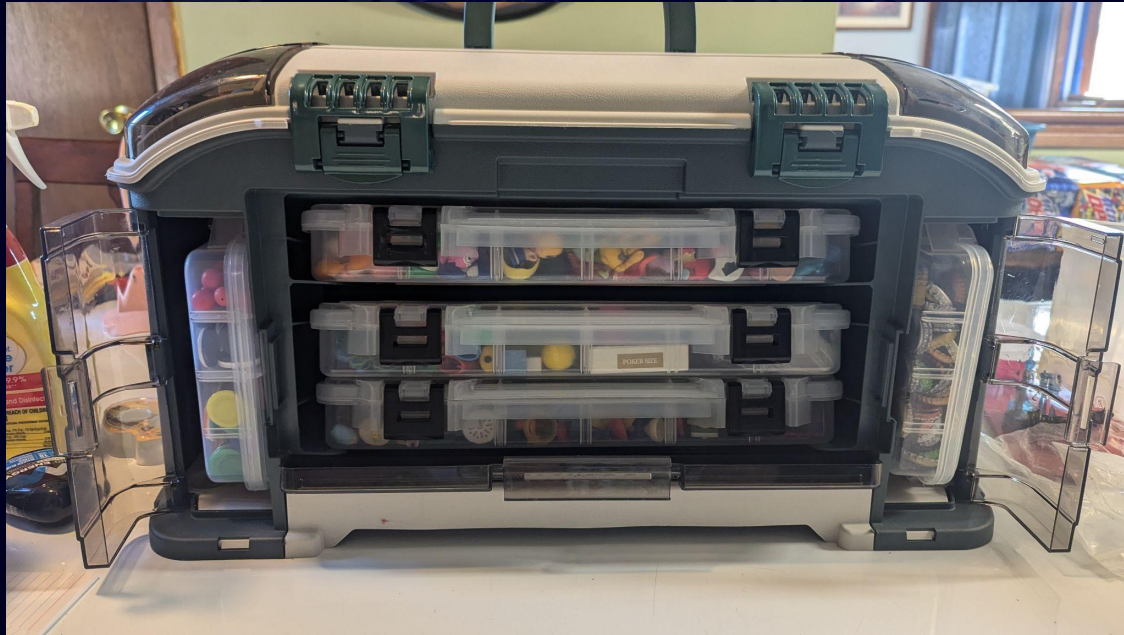
# Materializing: Random objects = Pieces



# Materializing: Random objects = Pieces



# Materializing: Other ideas



# Materializing: Other ideas



# Materializing: Random objects = Pieces



# Test & Tweek: Add & Subtract



# Test & Tweek: See how it Plays



# Test & Tweek: Trick Friends with food to be game Guinea Pigs



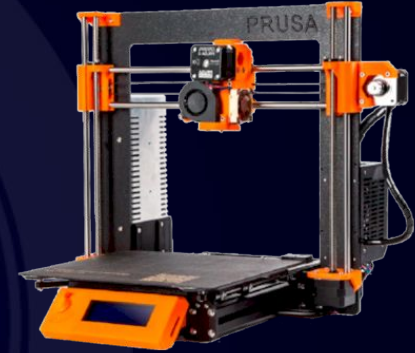
# Clean Prototype: Useful Tools



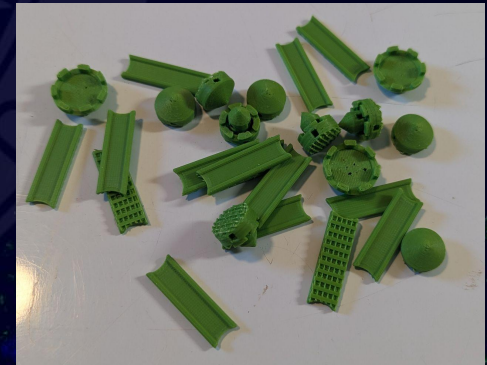
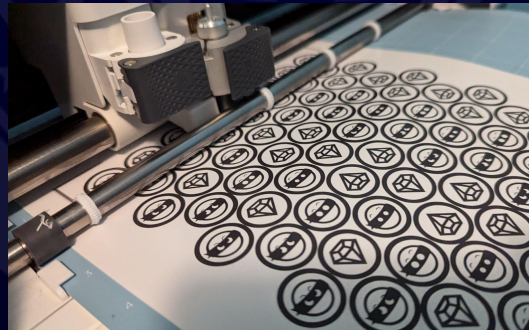
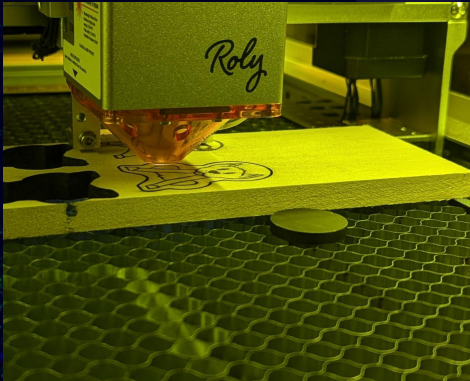
Laser Cutter



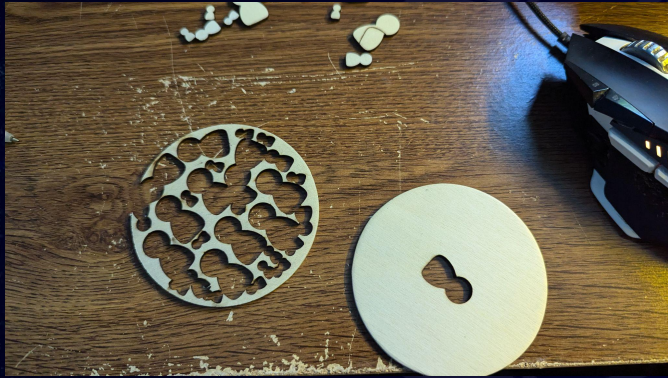
Cricut



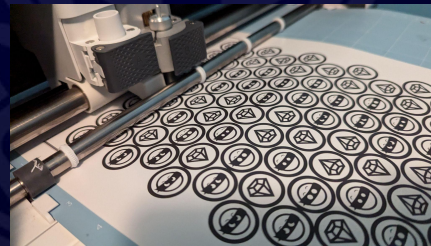
3d Printer



# Clean Prototype: Experiment with Elements



# Clean Prototype: Find End Solutions



**Dry Mound or Fusion Bond**

**Game Pieces**

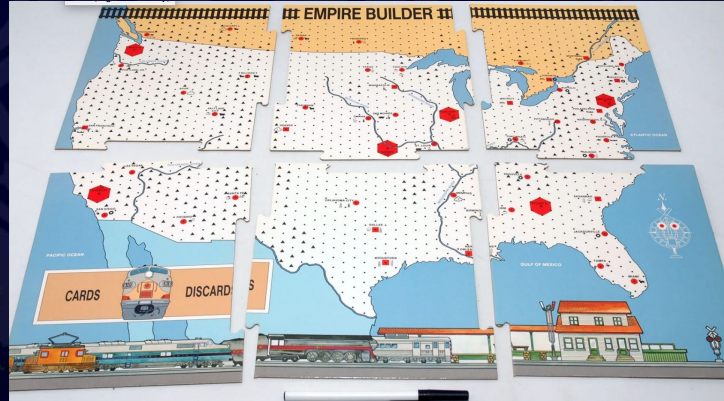
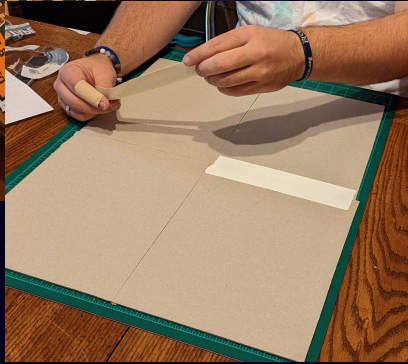
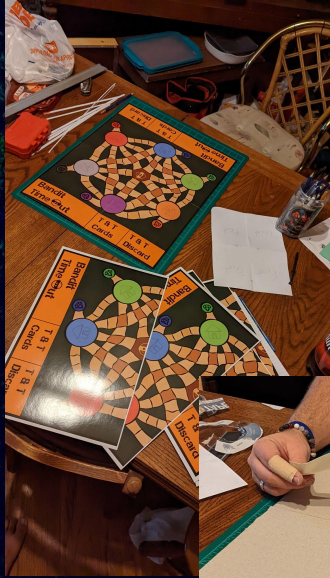
# Clean Prototype: Find End Solutions



**Linen Paper**  
80lb or 100lb

**Game Cards**

# Clean Prototype: Find End Solutions



## Game Boards

# Clean Prototype: Find End Solutions



## Game Packing

# Tester Family/Groups phase



# Tester Family/Groups phase



## Practice Mass Production



# Tester Family/Groups phase



**See if they can  
Play without your  
guidance**

# Tester Family/Groups phase



**They can find  
problems &  
rough patches**



*Now you got Game!*

**First Release: If you want to sell**

**KICK  
STARTER**



# First Release

## No Honor Among Bandits. Board Game

The Chaotic Capture and Run game.



**\$2,239**

pledged of \$2,024 goal

**40**

backers

**3**

days to go

Back this project

 Remind me

All or nothing. This project will only be funded if it reaches its goal by Thu, October 17 2024 7:00 PM CDT.

**\$35**

## No Honor Among Bandits Game

Along with any unlocked Stretch Goal Prizes





*Now your Game, Go Create*